SUNDAY Funday

The Ride

INTRODUCTION

Sunday Funday is packed full of excitement. The road to fun begins as soon as you select your game. Which will you choose? Will you ride through a myriad of obstacles on your skateboard in Sunday Funday, test your agility in Fish Fall, or make your singing debut with "Ride of Life" by 4HIM? Each selection guarantees lots of fun, so sit back and enjoy the ride!

GETTING STARTED

This Manual is designed to show you how to play Sunday Funday on cartridge-based systems* or on disk based systems that are 100% IBM®/PC - compatible. The game play is virtually identical on all systems, but starting the game and controlling the game are slightly different on each system.

Cartridge-Based Systems

Insert the Sunday Funday cartridge into the cartridge slot of your system and turn the system on.

IBM/PC or Compatible

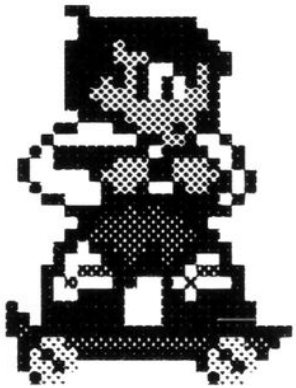
Sunday Funday requires a minimum of 640K RAM on the motherboard and an EGA or VGA card with 128K. It has both keyboard and joystick options.

To install Sunday Funday on your hard drive. . .
. . . place the disk (1 of 2 if you are using the 5 1/4" disks) into the appropriate disk drive. Switch to that drive by typing A: or B: and press enter. Then type INSTALL and press ENTER. Continue to follow the instructions on the screen. After installation is complete, you can play Sunday Funday by changing to the FUNDAY

directory (type CD\FUNDAY and press ENTER) and type FUNDAY and press ENTER.

Cartridge-based systems include Nintendo Entertainment Systems®, Game Boy®, Super Nintendo®, and Sega Genesis™

SUNDAY FUNDAY - THE RIDE



It's Sunday morning, time to go to Sunday School! So hop on your skateboard and hurry to church. But beware, along the way are many people who will try to to distract you from your route. None of the things they have to offer should stop you if you can stay focused on your goal. There are also some special objects along the way that can either help you or harm you. So grab your skateboard and hurry to church!

THE CONTROLS

Cartridge-based systems

All game functions are controlled by a joypad or joystick on cartridge-based systems.

- Directional joypad: This controls the direction the hero moves.
- A Button: Press this to jump.
- B Button: Press this to pick up or toss objects. When you're not picking up or throwing, press this to spin.
- Start: This pauses and unpauses the game.

IBM®/PC or Compatible

You may control the hero with either a joystick or the keyboard. However, certain functions can only be controlled by the keyboard.
- Joystick or Arrow Keys: This controls the direction the hero moves.
- Button 1 or Space Bar: Press this to jump
- Button 2 or Tab: Press this to spin, pickup and drop objects.

The following function is controlled only by the keyboard:
- Pause or "P": Pauses and unpauses the game.

SPECIAL OBJECTS

The Sunday Paper - This could distract you from your course or, if you're smart, you'll use it to distract an opponent.

Banana Peels - Watch where you step, these can send you spinning! Try hopping over them.

Water Balloons - These will soak you if you don't dodge them. Keep moving and stay dry.

Light switches - It's easier to see with the lights on, but watch the points rack up if you finish the level in the dark!

Hearts - These will give you longer playing time.

Hot Button - Don't linger near these, the results wipe you out. These are great for getting opponents out of your way.

Flickers - These send you rolling in the direction they are spinning. Use them to your advantage.

Spring boards - These can send you soaring or keep you down. Use them to jump to high ledges or over obstacles.

Butterfly - If you don't act quickly, he'll fly away with your tools!

Bird - This fellow will pick you up and fly you back to places you've already been. Don't stay low or he may get you!

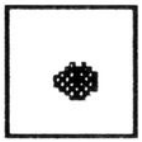
Snapping Fish - When you're on the pier, watch out for these guys. If they get hold of you, jump and spin to shake them off.

Bee Hive - Don't let the bear get you with this. OUCH!

Dove - This will be a constant reminder that it is not by might, nor by power, but by the Spirit of the Lord that all our battles are won.
(See Zech. 4:6)

Helium Balloon - Keep an eye on the clown. When he lets go of this helium balloon, grab it and take it for a ride. It will lift you up over the opponents down below, as well as help you pick up special objects like hearts and extra men. Just don't let go over a ditch!

Grapefruit - Don't let one of these sour grapefruits get you. They're all over the place.



Kiss - One kiss from the lady on the pier and you'll be slowed down for a moment.

Bathroom Scrub Brush - Pete the plumber wants you to do his dirty work. Don't get in the way of flying scrub brushes!

Stalactite - When you are in the cave, keep moving or you may end up under one of these - ouch!

OPPONENTS

Each opponent you meet in Sunday Funday has their own way of distracting you from your course. You need to remember what is most important; going to Sunday School to learn from the Bible. Don't let these tempting opponents sway you from your path. Each time you overcome an enemy, you will be reminded that your strength comes from God by the dove that rises on the screen. Remember, 1 Corinthians 10:13 tells us: "No temptation has seized you except what is common to man. And God is faithful; he will not let you be tempted beyond what you can bear. But when you are tempted, he will also provide a way out so that you can stand up under it." (NIV)

Bullies - These tough guys will try to slow you down by picking on you.

Craig the Clown - Craig will try to entice you to play with him by tossing water balloons at you. If you're all wet, you won't want to go to Church.

Dan the Beach Dude - Surf's up! Dan wants you to go surfing with him. If you skip church, you'll catch all the best waves!

Sailor Sammy - Sammy's boat needs the barnacles scraped from the hull. He's in a hurry and can't wait, and he wants your help now!

Rita Rich - Rita has many chores that she needs done, everything from walking her poodle to mowing her lawn. She has lots of money to pay you to do these things.

Plumber Pete - Pete has some drains to unplug, and he wants you to help him. He'll give you a scrub brush as payment when you're done!

Businessman Bert - This guy will try to persuade you that working on Sunday morning will make you lots of money, and he's got just the job for you!

Big Brown Bear - Hey! where did this guy come from! No need to worry, you can get past this because we know that "all things are possible with God" Mark 10:27b (NIV).

When you have successfully passed through all of the levels of Sunday Funday, you will be greeted at Church by your Sunday School teacher who is excited to see you!
Remember, Sunday is a funday when we go to Church and learn about God!

FISH FALL

Fish Fall is a fast action, flying fish game. Your job is to catch the fish before they fall and send them back up into the basket. Each level is more difficult than the previous one, and the quota of fish to save and the time to do it in vary.

THE CONTROLS

Cartridge-based systems

All game functions are controlled by a joypad or joystick on cartridge based systems.

- Directional joypad: This controls the direction the hand moves.
- A Button: Press this to throw fish.
- B Button: Press this to catch falling fish.
- Start: This pauses and unpauses the game.

IBM®/PC or Compatible

You may control the hand with either a joystick or the keyboard. However, certain functions can only be controlled by the keyboard.
- Joystick or Arrow Keys: This controls the direction the hero moves.
- Button 1 or Space Bar: Press this to throw fish.
- Button 2 or Tab: Press this to catch falling fish.

The following function is controlled only by the keyboard:
- Pause or "P": Pauses and unpauses the game.

THE FISH

The fish come in many different shapes and colors. Some even have their own modes of transportation, such as the parachuting fish shown here. It is your job to catch the fish in your hand, aim and toss it back up into the bucket. You cannot hold more than 15 fish in your hand at a time, so make sure to toss them to the basket whenever you get the chance. There are are also some special objects that will block the fish from reaching the basket.

This is your hand. To catch the fish, you simply open it directly under the falling fish (using the B button). To toss a fish, you open it (using the A button) while aiming at the moving basket at the top of the screen.

This is the basket at the top of the screen. It is always moving back and forth, and it will hold all the fish you can toss into it.

If you complete a level successfully, you will see the "thumbs up" hand on the screen. If you fail to save the quota of fish in the allotted time, you'll see the "thumbs down" hand and will have to do the level over again.

OBSTACLES AND HELPS

There are quite a few obstacles to avoid in this game. As you are attempting to catch fish, occasionally you may see a critter hop by you. If he hops on you, he will take fish out of your hand. Scoot out of his way as soon as you see him coming. Each level is a bit different, so learn the tricks fast so you can avoid them.

Toss a fish as this bird is flying by. If you hit him and he raises up into the moving bucket, you get an extra hand!

Toss a fish as he is flying by. If you hit him and he raises up into the moving bucket, ten fish are deducted from your quota!

After the first few levels, Mr. Lobster will notice that you are saving all the fish, and he won't like that a bit. He's will jump in here and try to stop you by throwing squid at you. Move out of the way, and toss some shells at him.

This guy is your final challenge! Do you have what it takes to beat him?

"Follow me and I will make you fishers of men." (Matt. 4:19, NIV) Now, of course you know that this doesn't mean catching people on hooks; it means sharing God's word with them so they will follow God too! Throughout this game, there are Bible verses all about sharing the good news of Jesus with other people. Learn these verses and you'll know how to be a "Fisher of Men"!

Sing Along with 4HIM

Here is your chance to sing lead vocals to "The Ride of Life" by Dove Award winning group of the year - 4HIM. Simply choose Karaoke with 4HIM from the main menu and press start to begin. As each line of lyrics is displayed, you can sing along. When you get to the end of the song, you have the choice to "take it from the top" or return to the main menu to choose another option. And remember, you can pick up "The Ride" by 4HIM at your local Bible Bookstore and hear "The Ride of Life" sung by the group!

IF YOUR CARTRIDGE/SOFTWARE DOESN'T WORK

Nintendo Entertainment System®: Insert cartridge in and out of the system several times to make sure all connections are clean. If after inserting this cartridge in your system, the TV screen proceeds to flash on and off for more than 9 times, you may get an immediate exchange by exercising the steps listed below.

Game Boy® or **Sega Genesis™:** Insert cartridge in and out of the system several times to make sure connections are clean. If cartridge still fails to work, you may get an immediate exchange by exercising the steps listed below.

IBM/PC® or **Compatible:** Check to make sure your computer system meets the minimum requirements listed on the back of the box. This game will not run on monochrome or CGA or EGA systems. You must have VGA. Although this software has been thoroughly tested on numerous manufacturers' systems and video cards, it is not possible to keep up-to-date with all hardware currently available. This software is designed to work with hardware that is 100% IBM®-compatible. There are a few cases where an updated version of software may better meet your system's setup. If no upgrade is available, we will exchange your software for another title, or you may return your software to the store you purchased it from and get a refund.

RETURNING YOUR CARTRIDGE/SOFTWARE

1. If your cartridge/software still fails to work, then call either 1 (800) 772-4253 or (714) 528-3456 in the USA or Canada for an RMA# (Return Merchandise Authorization No.). The 800 PHONE NUMBER IS NOT INTENDED FOR GAME TIPS. For game tips call (714) 993-6515.
2. After phoning, return the cartridge/software in its original box, freight prepaid, to the following address with the RMA# on the box, within the 90-day warranty period. WISDOM TREE, INC., Customer Service, 2700 E. Imperial Hwy., Bldg. A, Brea, CA 92621

PLEASE DO NOT RETURN CARTRIDGE TO STORE.

. . . where it was originally purchased. Your game system may require a special cartridge. We will be glad to exchange your cartridge and express it to you.

90 DAY LIMITED WARRANTY

Wisdom Tree, Inc., (MANUFACTURER) warrants to the original purchaser that this Wisdom Tree game, cartridge/software shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. Wisdom Tree, Inc., also warrants that the software, as originally purchased will perform in conformance with the specifications as stated in the packaging and the user manual. If a defect covered by this warranty occurs within the warranty period, Wisdom Tree will at its option repair or replace the defective cartridge/software free of charge (except for the cost of returning the original product). This warranty shall not apply if the cartridge/software has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship. The provisions of the warranty are valid in the United States and Canada only.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instruction, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

REORIENT the receiving antenna.
RELOCATE the game system with respect to the receiver.
MOVE the game system away from the receiver.
PLUG the game system into a different outlet so that game system and receiver are on different circuits.

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Sunday Funday Evaluation Sheet

Game System used on: (Please circle one)

NES® PC Game Boy® Genesis™ Super Nintendo®

Please rate the following:

	Excellent		Fair		Poor
Entertainment	A	B	C	D	F
Education	A	B	C	D	F
Biblical Accuracy	A	B	C	D	F
Challenge	A	B	C	D	F
Graphics	A	B	C	D	F
Sound	A	B	C	D	F

How did you find out about Sunday Funday?

Magazine Radio Newspaper Television Church Sunday School Catalog Youth Group Bookstore Friend Ad in Box Other:_____

When did you purchase Sunday Funday?_____

What did you like most about Sunday Funday?_____

_____

What did you like least about Sunday Funday?_____

_____

What suggestions do you have for a Wisdom Tree video game?_____

_____

_____

Would you buy another Wisdom Tree video game? Yes_____ No_____
If not, why?_____

_____

_____

What game systems do you own? NES® Game Boy® Super Nintendo®
IBM®/PC Macintosh® Atari Jaguar® TurboGrafx® 3DO® Sega Genesis™
Game Gear™
Other:_____

Name:_____
Address:_____

_____
Phone: (_____)_____ ***Age:***_____

☐ ***Please check here if you would like to receive more information on Wisdom Tree's line of Bible Based video games. Please write us with your comments and suggestions.***

Send to: ***Wisdom Tree, Inc.***
2700 E. Imperial Hwy., #A
Brea, CA 92621

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